

AWGN - Additive White Gaussian noise

MAP - Maximum a posteriori (BCJR - Bahl, Cocke, Jelinek and Raviv [3])

SOVA - Soft Output Viterbi Algorithm

Figure 1: Block Diagram of System

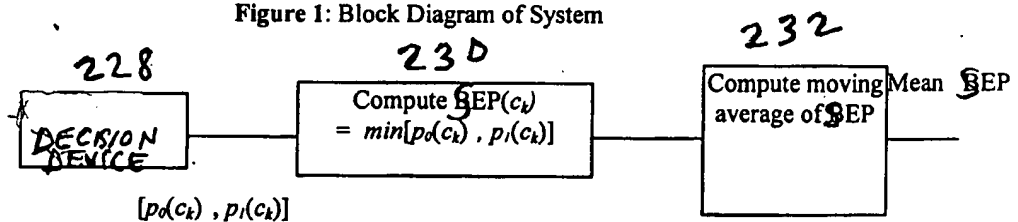


Figure 2: Computation of Mean SEP (Method 1)

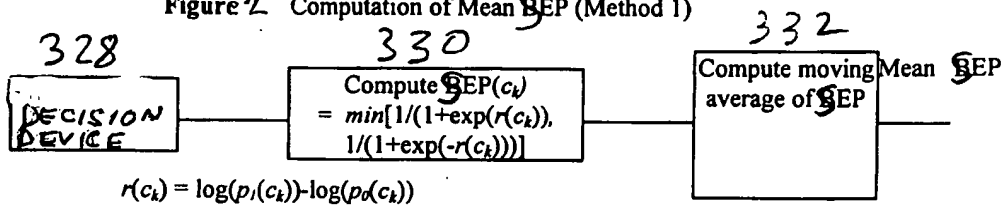


Figure 3: Computation of Mean SEP (Method 2)

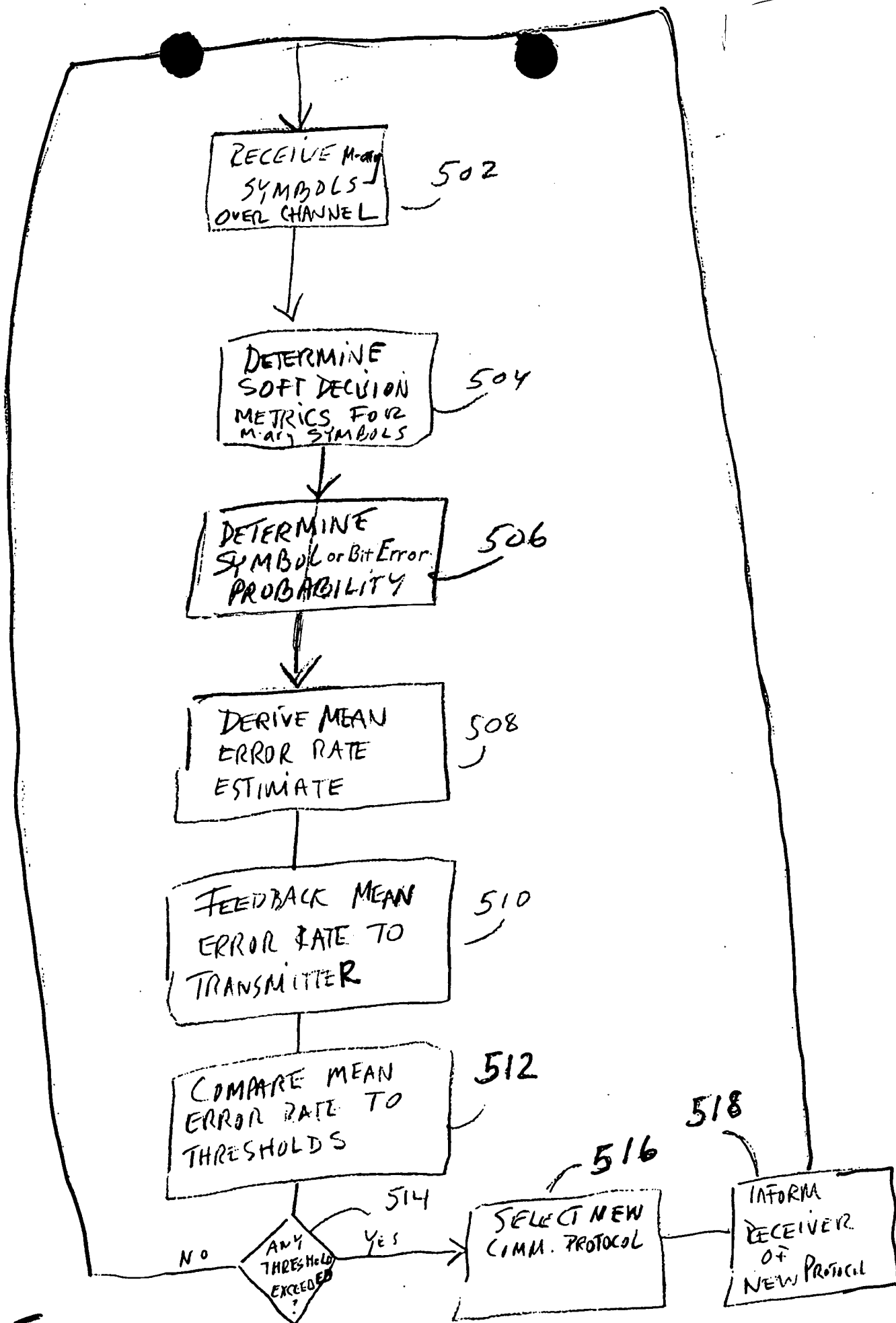
[illegible]

FIG 5

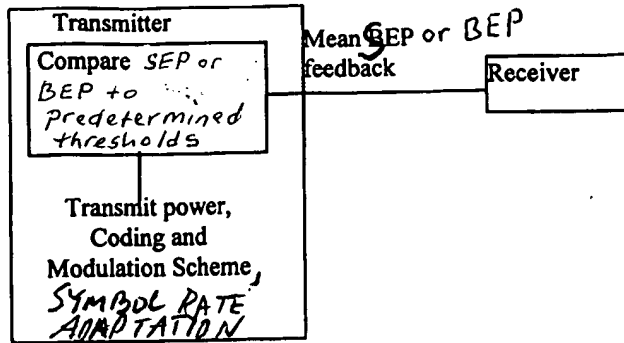


Figure 4: Use of Mean BEP or SEP for Rate Adaptation and Power Control

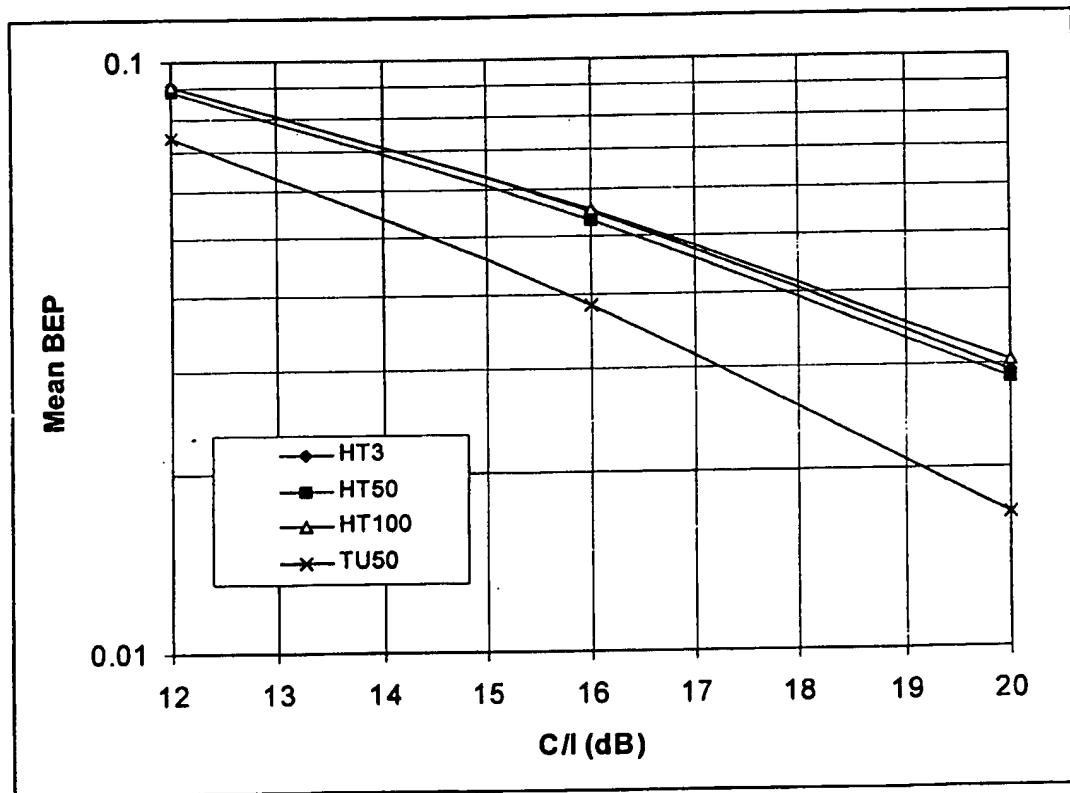


Figure 6: Mean Bit Error Probability estimate for different environments and mobile speeds; HT3 represents the channel model for a mobile speed of 3 km/h in a Hilly Terrain environment.